

Songpro player USER GUIDE

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CONTROL BUTTONS

Control Pad - This cross shaped pad controls volume and song file order.

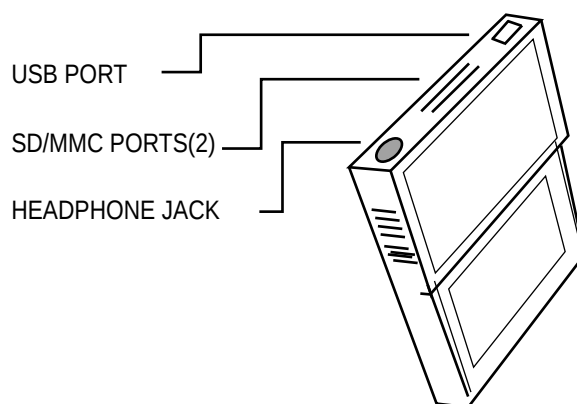
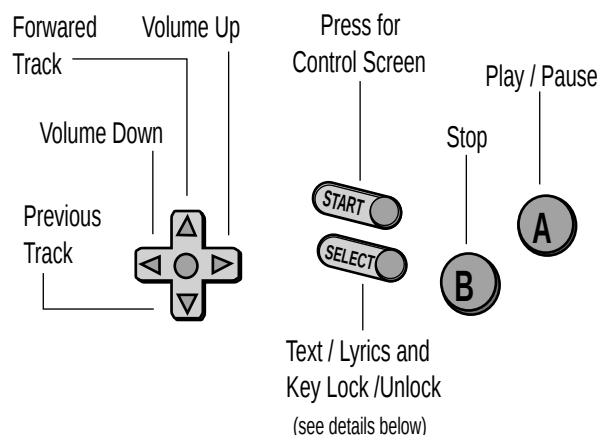
UP - skip forward to the next file

DOWN - skip back to the previous file

RIGHT - increase volume

DOWN - decrease volume

The Volume Dial on the Game Boy
will not affect SongPro volume.



A Button - Play / Pause. Hit once to play and again to pause.

B Button - Stop. Hit this button to stop files currently playing.

Start Button - This activates the Control Screens. Press the Start Button down and use the control pad to navigate through the Control Screen.

Select Button:

- **Select + A** = Activate song lyrics and/or text (available with SongPro enabled media files only (SPA), like those from SongPro.com)
- **Select + B** = Key Lock/Unlock

Game Pack Slot - plug your SongPro into your Game Boy here, with the Windows Media logo facing up.

Note: always put your SongPro or a game pack in before turning on your Game Boy.

Color LCD Screen - highly reflective Thin Film Transistor (TFT) Color Liquid Display Screen. SongPro supports 256 True Color, or over 3000 available colors (Game Boy Advanced only).

Headphone Jack - Do not use the headphone jack on the Game Boy, it will not play music. Use only the jack on the SongPro.

Volume Dial - this dial does not affect music media volume, which may only adjusted by the control pad.

Speaker - the speaker on the Game Boy does not play files. Use only the headphones provided, or a peripheral speaker system.

STARTUP SCREEN

The first screen to come up when you first power up your SongPro Player is the COPYRIGHT SCREEN.



- Pause the scrolling text.



- Exit

CONTROL SCREENS

The SongPro Player has (3) Main Control Screens; YELLOW, GREEN and RED. Each Main control screen has (4) different options. Follow this user guide to be familiar with all the controls.

By using the  button, you will be able to activate the control screens of your SongPro Player.

YELLOW CONTROL SCREEN



The Yellow control screen is the first screen that comes up (Only if the first track is a non-SPA file) after the Copyright Screen.

GREEN CONTROL SCREEN



The Green control screen is the second screen.

RED CONTROL SCREEN



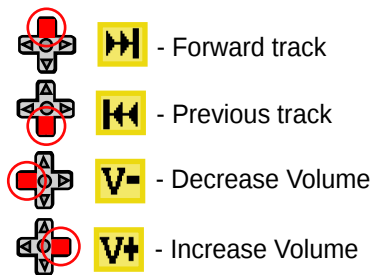
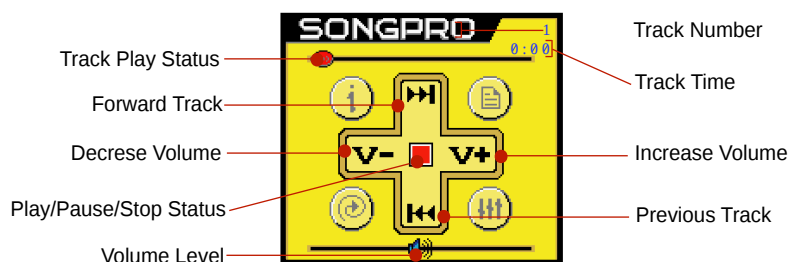
The Red control screen is the third screen.

You can go back to the first control screen by pressing the  button once more.

NOTE:

If the first track after the Copyright screen is an SPA file. You have to press the START or B button to view the Control Screen.

YELLOW CONTROL SCREEN



KEY LOCK/UNLOCK

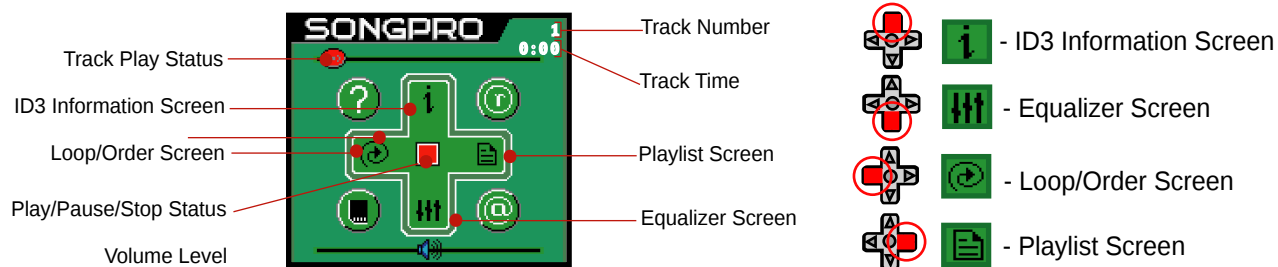


Key Lock Icon

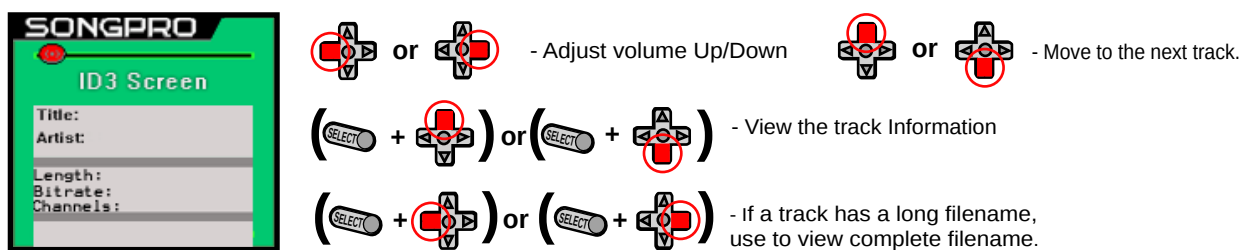


= Key Lock/Unlock

GREEN CONTROL SCREEN



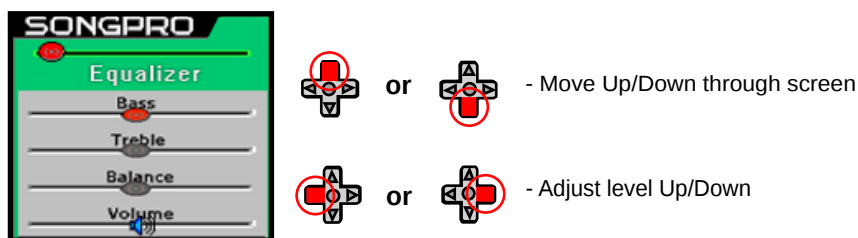
ID3 INFORMATION SCREEN



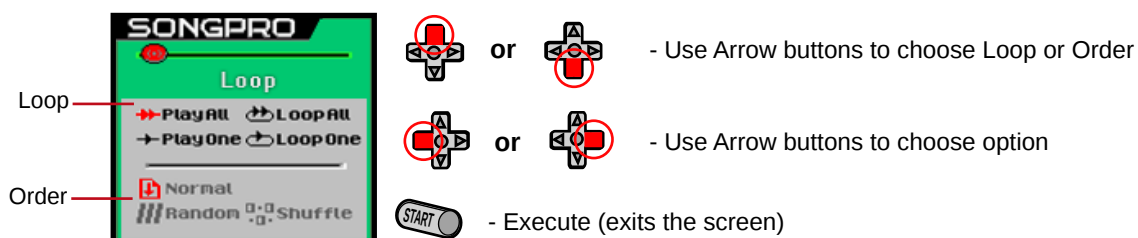
PLAYLIST SCREEN



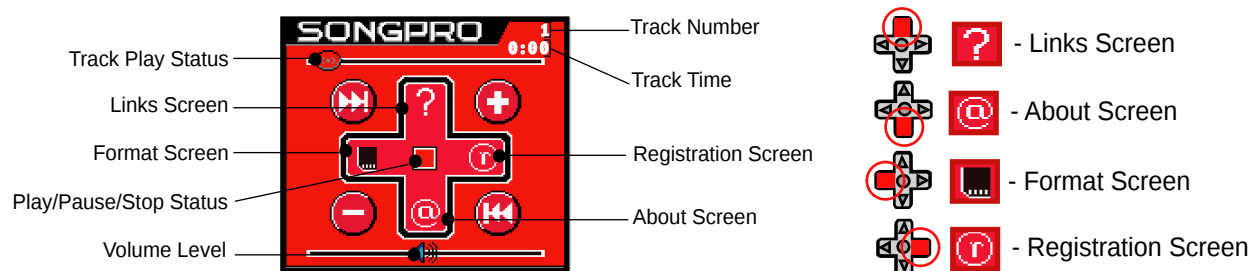
EQUALIZER SCREEN



LOOP/ORDER SCREEN



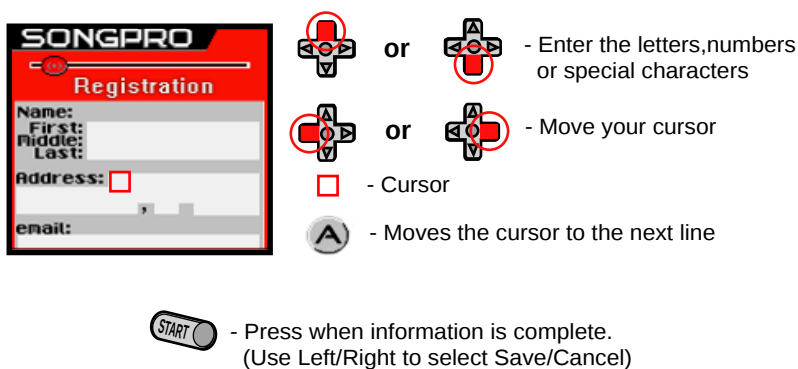
RED CONTROL SCREEN



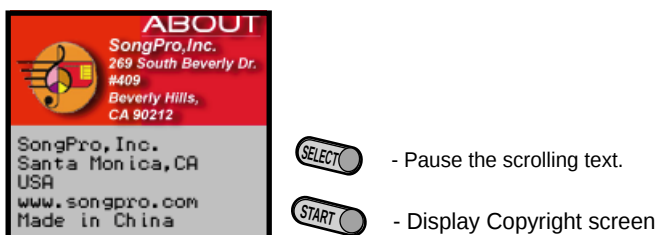
LINKS SCREEN



REGISTRATION SCREEN



ABOUT SCREEN



COPYRIGHT SCREEN



- Pause the scrolling text.



- Exit

FORMAT SCREEN



or



- Use to select option



- Proceed with format

(Format is only available if SD/MMC is Bad or Unformatted)

WARNING: All files will be erased from format.

SCREEN POP-UPS



Shows up when your MCE is connected to your PC or to the Internet.
(Music will Stop)

ERROR MESSAGES



When your play license has expired, you will see this screen. It is now time for you to download more songs at the SongPro site.



This means that the media you are using is invalid or has an invalid format.

TRACK TITLE DISPLAY

Track title is displayed when SD/MMC is loaded



Track title is displayed here.



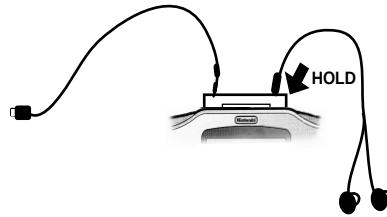
Track title is displayed here.



Track title is displayed here.

ADDITIONAL NOTES

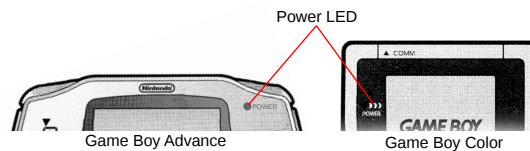
- 1) When Pulling off cables from your SongPro Player, be sure to hold the SongPro Player and your Game Boy together.



- 2) "DO NOT" remove your SD/MMC from your SongPro Player while playing music and during downloads. Removing memory cards can damage your flash card memory.



- 3) Know the battery life of your Game Boy; for Game Boy Color, the Power LED begins to fade when power runs low. On Game Boy Advance, the Power LED may turn red when batteries run down to 20% or 30%. We highly recommend using rechargeable batteries or an AC adapter.



- 4) If the Nintendo® text does not display properly on the screen, remove the SongPro player and re-insert the cartridge until the Game Boy starts up correctly. Make sure the the SongPro player is secured and plugged in all the way in the Game Boy.



- 5) Visit us at the web at www.songpro.com for additional information and to know more about future promotions and product updates.